



MISSION SCENARIO LIVING ARTILLERY

As part of the defensive cordon established by the Ultramarines Chapter, Squad Octavian found itself in the midst of the Ultramarine battle line facing significant Tyranid forces. The Space Marines attempted to keep the alien hordes at bay and deny the Great Devourer further gains on the surface of Macragge. As the fighting reached its peak on the surface, the Ultramarines and Tyranids fought a series of desperate battles. Both sides competed to gain ground. This clash between Sergeant Octavian's squad and the menacing Tyranid force is just one of those tense and hard-fought encounters.

OBJECTIVES

Ultramarines win if the Ultramarine player has at least one scoring unit within 3" of the fusion core wreckage section, and there are no scoring Tyranid units within 3" of it.

Tyranids win if the Tyranid player has at least one scoring unit within 3" of the fusion core wreckage section, and there are no scoring Ultramarine units within 3" of it.

The mission is a draw if neither player has or both players have scoring units within 3" of the objective.

SET UP

Set up a board 48" x 48". Place the wreckage section with the fusion core in the center of the board. Both players should roll a D6. Beginning with the player with the highest result, the players then alternate placing the remainder of the wreckage on the board. Both players should roll a D6. The player with the highest result chooses his table edge. Beginning with the Tyranid player, both players alternate placing units within 12" of their table edge. The game lasts for 6 turns.

